DEFENSIVE AND COMETITIVE BIDDING	LEADS A	ND SIGNALS					
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			WBF Convention Card			
lv1:7-17 lv2 10-18				in Partner's Suit			
New suits 2/1 NF other F1; Jump raise M = NAT, m= FSJ	Suit			3rd/low	Category Green		
	NT			3rd/low	Country:		
	Subseq				Event:		
	Other:				Players: Chen Yuechen - Yin Jiashen		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
2nd = 15-18 4th 12-16	Lead	Vs.Suit		Vs. NT	GENERAL APPROACH AND STYLE		
	Ace	AKx(+); Ax(+); AKJ10(+)		AKx(+);	2/1, 5-card majors		
	King	King AK; KQ(+)		KQJ(+);AKJ10(+);KQ109(+)AKJ10(+);	2♦= strong 2♦= M's Pre		
	Queen			Qx;KQX(+);Qx			
	Jack J10; J10x(+		J10x(+);Jx	AQJ(+); QJ9x(+);			
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109x(+); 10x; H109		JT(+); (A/K)JT(+)			
NAT week	9	9x; 98x(+);		109x(+); H109(+)	1NT Openings: 15-17		
2NT =lower 2 suits	Hi-x	Xx		Xx; xXxx; HXx;	2 OVER 1 Responses:		
after: New suits = F1	Lo-x	xxX; xxxxX		Xxx;	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening: NAT 10-13 2NT=19-20	SIGNAL	SIGNALS IN ORDER OF PRIORITY			2♦= M's Pre		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's I	Lead Discarding	Transfers in Competitive bidding		
Michaels CUE	Suit:1st	Hi = Enc	Hi = Even	Odd Even Odd= Enc			
	2nd	Hi = Even	S/P	Hi = Even			
	3rd	S/P					
	NT: 1st	Low = Enc	Hi = Even	Odd Even Odd= Enc			
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Hi = Even	S/P	Hi = Even			
Multi-Landy	3rd	S/P	Ţ,				
reopen 2♦ = weak 1M 2M =NAT		including Trumps):		<u> </u>			
	Smith Ec						
	DOUBLE	s					
	TAKEOU	T DOUBLES(Style;Re	esponses:Reop	ening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		y be light if suitable sh					
Cue = Ask for stopper		, 50 1910 11 50100510 51	арс от георени	g position.			
Leaping Michaels					SPECIAL FORCING PASS SEQUENCES		
Lebensohl							
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL	ARTIFICIAL AND C	OMPETITIVE D	OUBLES/REDOUBLES			
Vs 1♠ X =M's 1NT=m's	Sup Dbl t						
V3 IFX -FISINI-III3	Sup Doi t	Sup Sui to 2.*			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
					in M fit GF sequence ,3M+1 = wait for Cue, Direct Cue Usually Short		
					The last state of the last sta		
OVER OPPONENTS' TAKE OUT DOUBLE							
The second secon					Pour bires Pare		
					Psychics:Rare		

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	responses	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
I . ∳/♦		3	4♥	II-2I HCP	1 + / / = Nat F1, 1NT = 6-10, 2NT = 11-12 lnv; 1m - 2m = F, lnv+	2 Way check back	Im (I♥): I♠ = ♠0-3 2♥= ♠ 6+
							2♠= m fit INV+
					$ - 2 + \psi $ = Nat,Pre; $ + 2 \psi $ = $ - 2 \psi $ = $ - 2 \psi $ 6-9/10-12; $ - 2 \psi $ 8 = $ - 2 \psi $ 8 = $ - 2 \psi $ 8 = $ - 2 \psi $ 9 =		several TRFs (see note)
I ∀ /♠		5	4♥	11-21 HCP	I • = Nat FI; INT =4-12; 2 over I GF	Gazzilli	Drury
					2NT/3♣/3♦ = 4+ Sup GF/10-11/7-9	IM - INT - 2NT = 14-15 6322	Jump Shift: M=Nat m=Pre
					3NT/4♣/4♦= SPL of OM/♣/♦	I♥ - I♠ - 2NT = I4-I5 3♠6+♥	several TRFs (see note)
						Jump = 14-16 NF	IM x : INT-2(M-I)=TRF;2M = weak raise
INT			4♥	15-17 HCP	2♣ = Stm;2♦/♥ = TRF;2≜=♣ or Bal INV;2NT=♦ or m's sign off		
					3♣ = 5M ask; 3♦ = m's 3M = 4441 MI		
2♣	х	0		22HCP+ or 8.5Tricks	2♦ = wait;2M/3M =Nat	Kokish;D-Jump	
2♦	×	0		4-10HCP	2NT = Ask;3M = Pre;4♣ TRF to better M;4♦ choose better M	after 2NT 3♣/♦/M/NT=	
				M(54)+,Pre		any min /5-5mid/5M4OM Max/55Max	
2♥/♠		5		4-10HCP,Pre	New suit =FI 2NT NV ogust, V ask for short		
2NT				20-21	3♣ =Modified Puppet Stayman, 3♦/♥ = TRFs, 3♠ = minor(s)		
					4♦/♥ =TRF 4NT/5♣ = TRF to 5♣/5♦;4♠ ♣ , slamish No short;4♣ = other m one suit slamish		
3♣/♦		6		4-10HCP,Pre	New suit =FI		
3♥/♠		6		4-10HCP,Pre	New suit =FI		
3NT				Solid m,No side AK			
						High Leve	L Bidding
						111811 2010	. Didding

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Note #
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Description

TRF in comp

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No TRF with PH, TRF to V = 6 + 1/3 or V = 10 + 1/3 or V = 10 + 1/3 new suits = GF
1 \spadesuit (3 \spadesuit): 4 \diamondsuit / \heartsuit = \heartsuit / \diamondsuit
1 \blacklozenge (1 \spadesuit): 2 \spadesuit / \blacktriangledown / \spadesuit = \blacktriangledown / \spadesuit / \spadesuit
1 \diamond (2 \diamond): 2 \diamond / \checkmark / \diamond = \checkmark / \diamond / \diamond 3 \diamond = M's
1 \diamond (3 \diamond): 3 \diamond / \checkmark / \diamond = \checkmark / \diamond / \diamond
1♦(3♠): 4♠/♥= ♥/♠
1 \heartsuit (2 \clubsuit): 2 \diamondsuit / \spadesuit = \spadesuit / \diamondsuit
1♥(3♠): 3♦/♠ = ♠/♦
1 \spadesuit (2 \clubsuit): 2 \diamondsuit / \blacktriangledown = \blacktriangledown / \diamondsuit
1 \spadesuit (3 \clubsuit): 3 \diamondsuit / \heartsuit = \heartsuit / \diamondsuit
1\Psi/\Phi (x): 1NT/2\Phi/2\Phi = \Phi/\Phi/\Psi; 2M-1 = good raise; 2M = bad raise
after 1NT (2X) 2NT = lebensohl other TRF = INV+
1NT(2\Phi/\Phi M's/one M): 3\Phi/\Phi/\Psi/\Phi = \Phi/\Psi/\Phi/\Phi
1NT(2♦): 3♠/♦/♥ = ♥/M's/♠
1NT(2♥): 3♠/♦/♥/♠ = ♦/♠/5♠4♠/♠
1NT(2\Phi): 3\Phi/\Phi/\Psi/\Phi = \Phi/\Psi/\Phi/5\Phi4\Psi
1NT/2NT(3\Phi): 3\Phi/\Psi/\Phi = \Psi/\Phi/\Phi
1NT/2NT(3\phi): 3\Psi/\phi = \phi/\Psi
1NT/2NT(3♠): 4♠/♥ = ♥/♠
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